05
DYNAMITE
RATED TEEN
SilverHawks
BRISSON
KAMBADAIS

05
DYNAMITE
RATED TEEN
BRISSON
KAMBADAIS
SilverHawks

05
DYNAMITE
RATED TEEN.
SilverHawks
BRISSON
KAMBADAIS

05
DYNAMITE
RATED TEEN
SilverHawks
BRISSON
KAMBADAIS

05
DYNAMITE
RATED TEEN
SilverHawks
BRISSON
KAMBADAIS
RA
NA

05 DYNAMITE
RATED TEEN

BRISSON
KAMBADAIS

IN THE GALAXY OF LIMBO, THE DEADLY MOB BOSS **MON★STAR** HAS ESCAPED FROM PRISON, AFTER CENTURIES OF CAPTIVITY. WITH HIS NEWFOUND FREEDOM, HE MOVES TO ENACT HIS REVENGE ON THOSE RESPONSIBLE FOR HIS CAPTIVITY.

COMMANDER STARGAZER, A GRIZZLED SPACE COP, IS THE ONE WHO STOPPED MON★STAR'S PREVIOUS RAMPAGE. HE BROUGHT TOGETHER A SPECIAL TEAM OF LAW ENFORCERS, THE LIKES OF WHICH HAD NEVER BEEN SEEN BEFORE. BUT NOW, A NEW TEAM IS NEEDED...

WRITER: ED BRISSON

ARTIST: GEORGE KAMBADAIS

COLORIST: GEORGE KAMBADAIS

LETTERER: JEFF ECKLEBERRY

MAIN COVER ARTIST: MARK SPEARS

EDITOR & PACKAGER: NATE COSBY

SPECIAL THANKS TO JOSH ANDERSON, VICTORIA SELOVER AND MEGAN LOGAN

SILVERHAWKS and all related characters and elements © & ™ Warner Bros. Entertainment Inc. (s25)

DYNAMITE

www.dynamite.com • Facebook: /Dynamitecomics • Instagram: /Dynamitecomics •Twitter: @dynamitecomics • YouTube: /Dynamitecomics

Nick Barrucci: CEO / Publisher • **Juan Collado**: President / CQO • **Brandon Dante Primavera**: V.P. of IT and Operations • **Joe Rybandt**: Executive Editor • **Matt Idelson**: Senior Editor • **Alexis Persson**: Creative Director • **Nick Pentz**: Graphic Designer • **Matthew Michalak**: Graphic Designer • **Alan Payne**: V.P. of Sales and Marketing • **Vince Letterio**: Director of Direct Market Sales • **Scott Nybakken**: Director of Marketing • **Rex Wang**: Director of Sales and Branding • **Vincent Faust**: Marketing Coordinator • **Jim Kuhoric**: Vice President of Product Development • **Jay Spence**: Director of Product Development • **Mariano Nicieza**: Director of Research & Development

SILVERHAWKS™, VOLUME ONE: ISSUE #5. First printing. Published by Dynamite Entertainment, 113 Gaither Dr., STE 205, Mt. Laurel, NJ 08054. "Dynamite" and "Dynamite Entertainment" are ®, and the "DE Logo" is ™ and ©, Dynamite Entertainment. All rights reserved. All names, characters, events, and locales in this publication are entirely fictional. Any resemblance to actual persons (living or dead), events or places, without satiric intent, is coincidental. No portion of this book may be reproduced by any means (digital or print) without the written permission of Dynamite Entertainment except for review purposes.

For information regarding press, media rights, foreign rights, licensing, promotions, and advertising e-mail:marketing@dynamite.com.

PEFC Certified

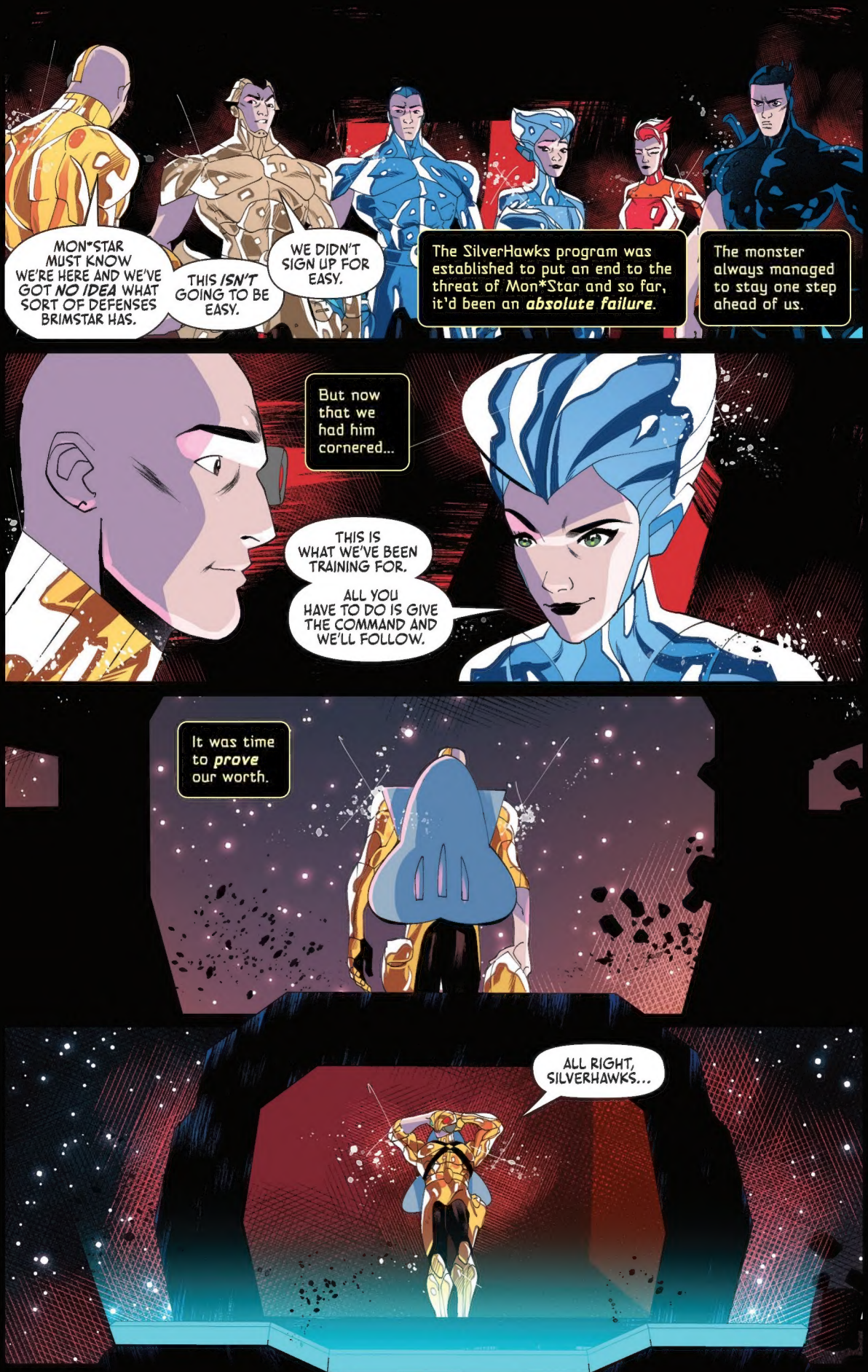
This product is from sustainably managed forests and controlled sources

PEFC

PEFC/01-31-106

www.pefc.org

BRIMSTAR
THE YEAR 2736
For more than a quarter century, we'd been tracking Mon*Star, looking for his base of operations-- a mobile planet named Brimstar.
It was impossible to get anyone to talk. The entire galaxy, it seemed, would rather suffer under his rule than risk facing his wrath.
ALRIGHT...
Still, we pushed and perused, knowing that one day, someone would give him up.
...WE'VE ONLY GOT ONE SHOT AT THIS, FOLKS.
The information came from an old enemy of Mon*Star's...
...given on his deathbed, just before he slipped beyond Mon*Star's grasp.


MON*STAR MUST KNOW WE'RE HERE AND WE'VE GOT NO IDEA WHAT SORT OF DEFENSES BRIMSTAR HAS.
THIS ISN'T GOING TO BE EASY.
WE DIDN'T SIGN UP FOR EASY.
The SilverHawks program was established to put an end to the threat of Mon*Star and so far, it'd been an absolute failure.
The monster always managed to stay one step ahead of us.
But now that we had him cornered...
THIS IS WHAT WE'VE BEEN TRAINING FOR.
ALL YOU HAVE TO DO IS GIVE THE COMMAND AND WE'LL FOLLOW.
It was time to prove our worth.
ALL RIGHT, SILVERHAWKS...

...LET'S GET TO WORK.

SEEMS PRETTY EMPTY.
WHERE THE HELL IS HE?
SOMEONE MUST'VE TIPPED HIM OFF.
Our last chance to prove ourselves...
IT'S NOT A TOTAL LOSS, STARGAZER.
WE'RE INSIDE MON*STAR'S BASE OF OPERATIONS. WHO KNOWS WHAT SORT OF INTEL HE'S LEFT BEHIND?
IT'S NOT THE WIN WE WANTED, BUT ONCE WE HAVE IFB DO A SWEEP, WE'LL BE THAT MUCH CLOSER TO FINDING HIM.
DAMMIT!
...and we'd failed.

Condor was right, of course.
Any new insight into Mon*Star was a win.
BRIMSTAR
BRIMSTAR
But what he didn't know...
...what none of them did...
...is that IF8 was looking for an excuse to shut us down.
YOU OKAY?
Twice their annual budget.
JUST...I THOUGHT WE HAD HIM.
I REALLY DID.
And we weren't producing results. Not like they expected, anyway.
Our augmentations alone cost them trillions.
YEAH.

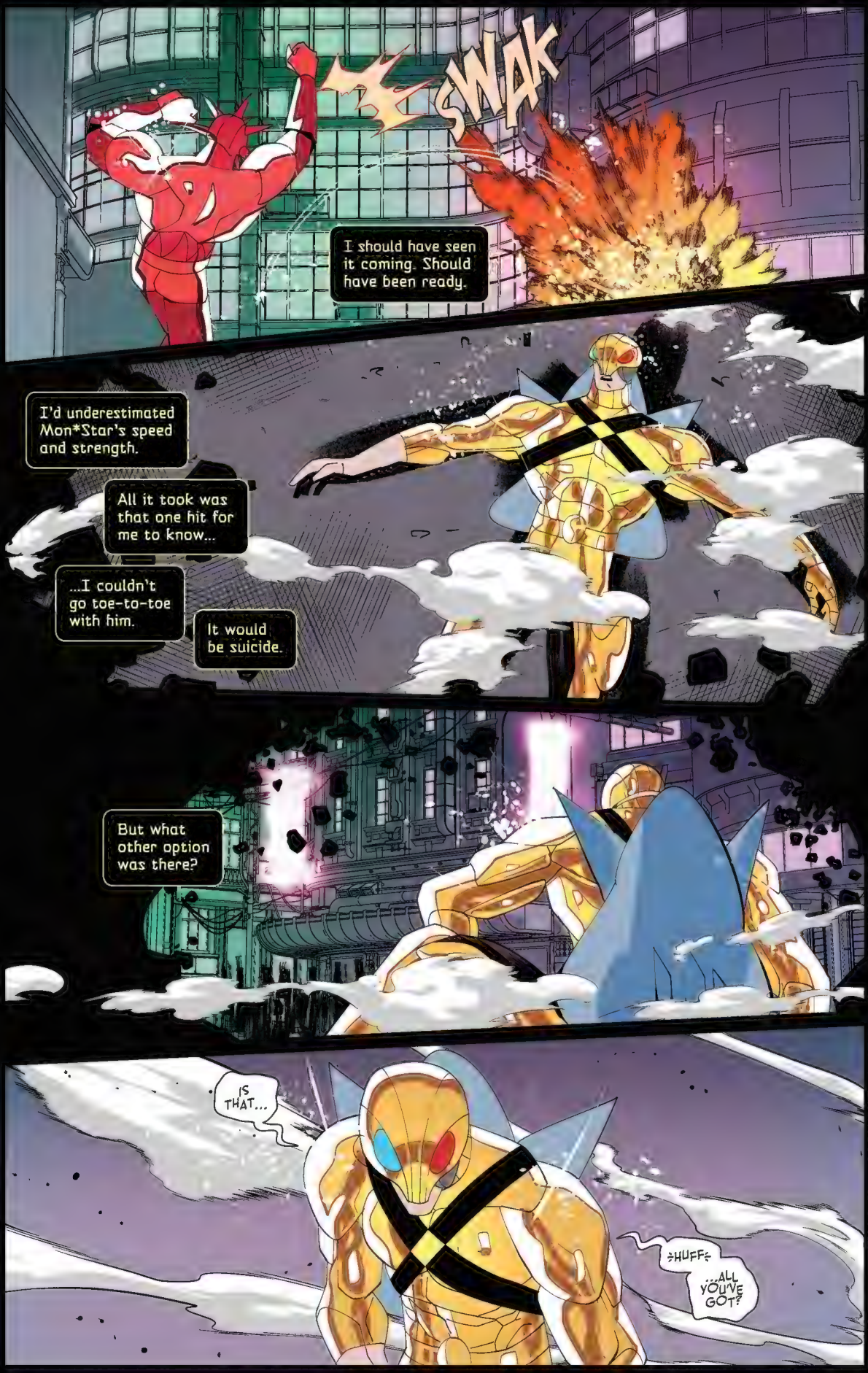
YEARS OF WORK.
COUNTLESS VICTIMS.
If this mission failed...
AND NOTHING.
DON'T BEAT YOURSELF UP ABOUT IT.
WE'RE GETTING CLOSER.
...IF8 was going to contract us out to the private sector.
WE'LL GET OUR SHOT.
Sentencing us to a life as glorified security guards, protecting shipments of clothing and food and lord knows what else.
Where the only threat of death will be from boredom.
IT'S JUST A MATTER OF TIME.
How could I tell them?
Our time had run out...

YEAH, YOU'RE RIGHT.
I JUST NEED A LITTLE TIME TO COME DOWN OFF THE HIGH OF IT, I GUESS.
...that the program they gave their bodies for...
...that they devoted their lives to...
YOU OKAY, BOSS? YOU LOOK A LITTLE GREEN.
JUST DISAPPOINTED, IS ALL.
WE ALL ARE.
...was about to be mothballed.
If I'd been a better leader, maybe it would have been different.
Maybe we would have found--
CAPTAIN STARGAZER, COME IN...
STARGAZER HERE. GO AHEAD.
WE'VE GOT EYES ON MON*STAR.
WHERE?

BEDLAMA CITY, BEDLAMA
YOU THINK THAT YOU CAN COME TO MY HOME...
...INTO MY KINGDOM...
...AND I WON'T RETALIATE BY RIPPING YOURS DOWN...
...BRICK...
...BY...
...BRICK?

MON*STAR...
...STAND DOWN AND SURRENDER.
YOU ARE UNDER ARREST.
HEH.
YOU MISUNDERSTAND WHAT'S HAPPENING HERE, STAR-GAZER.
THIS ISN'T A SURRENDER...
...IT'S A SLAUGHTER.
BAR

KASMASH
FOR MILLENNIA, THIS GALAXY HAS BELONGED TO ME.
AND I'VE RUN IT AS I SEE FIT.
AND THEN 800 HUNDRED YEARS AGO, YOUR KIND SPREAD LIKE A DISEASE FROM EARTH.
INFECTING THE LIMBO GALAXY, CLAIMING IT AS YOUR OWN, DESPITE IT NOT BEING YOURS TO CLAIM.
I SHOULD HAVE SQUASHED YOU ALL THE MOMENT YOU ARRIVED.
A MISTAKE, FOR SURE.
BUT NOT ONE BEYOND RECTIFYING.


SWAK
I should have seen it coming. Should have been ready.
I'd underestimated Mon*Star's speed and strength.
All it took was that one hit for me to know...
...I couldn't go toe-to-toe with him.
It would be suicide.
But what other option was there?
IS THAT...
÷HUFF÷
...ALL YOU'VE GOT?

STARGAZER, I APPRECIATE THE MOMENT. REALLY SHOWING YOUR GRIT, BOSS...
...BUT YOU CAN'T TAKE HIM DOWN ON YOUR OWN.
JUST DEAL WITH HIS MOB AND GET AS MANY CIVILIANS TO SAFETY AS YOU CAN.
I'LL KEEP HIM DISTRACTED.
ALL RIGHT, TEAM. YOU HEARD STARGAZER, HE WANTS TO PLAY THE HERO AND I DON'T HAVE THE RANK TO TALK HIM OUT OF IT.
SHRAAK

SO, LET'S TAKE DOWN THE MOB AND SEE IF WE CAN'T LEND THE OL' CAPTAIN A HAND.
GET DOWN HERE.
NOW.
FWUMP
COULD USE A LITTLE BACK-UP HERE. STILT'S GOT ME *PINNED DOWN.*
NO BACK-UP.
NO RESCUE.
YOU'RE ALL MINE, GIRLIE.

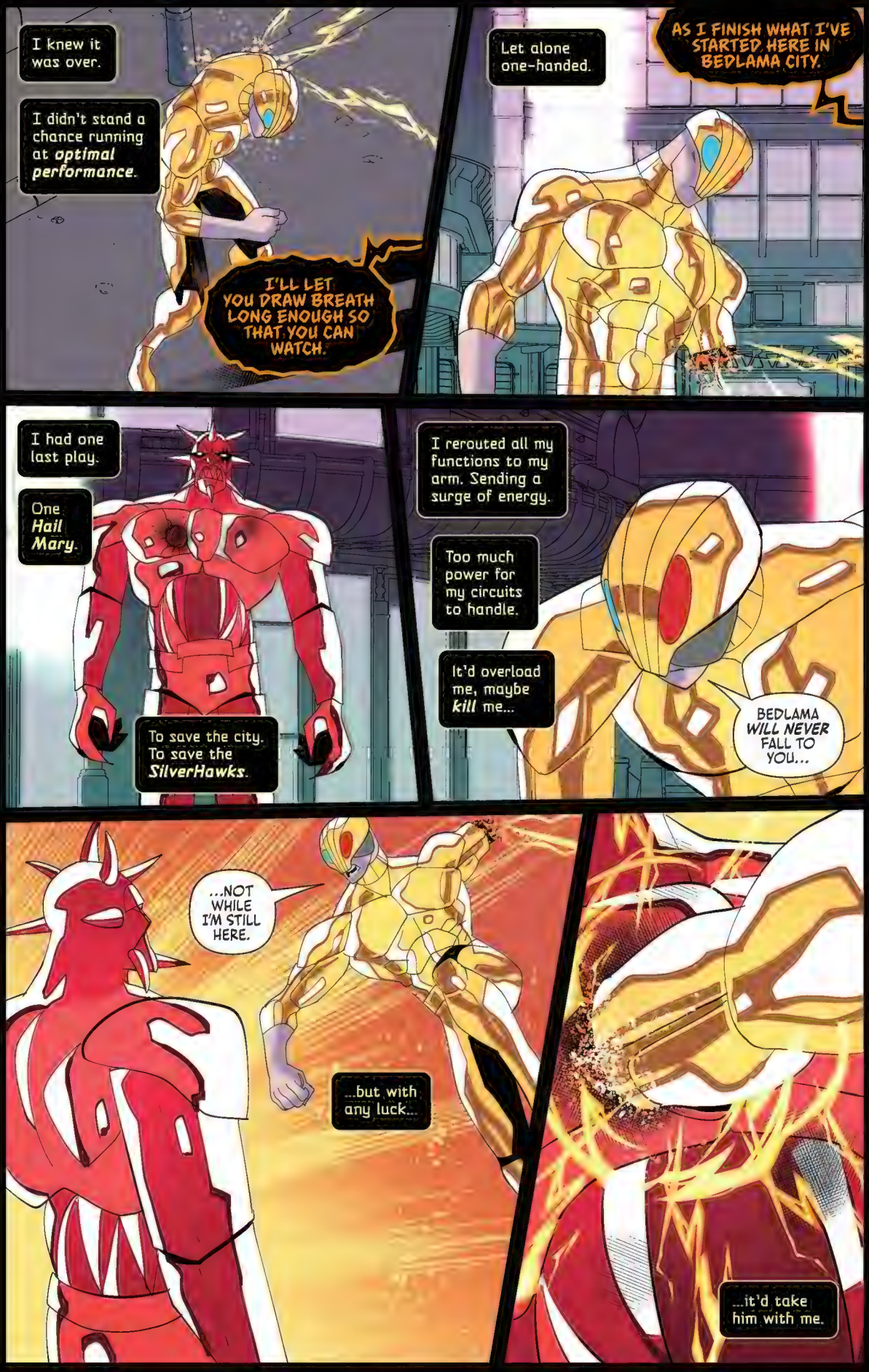
GET AWAY FROM HER, YOU CREEP.
SHRAK
THANKS FOR THE SAVE.
NO PROBLEM, GRAY. YOU GOOD--
OSPREY!
FWUNK
÷SNRRRLLL÷
I DON'T KNOW WHAT THE HELL YOU'RE TRYING TO SAY.
AND I DON'T MUCH CARE.
KASHOOM

SPARROW, HOW YOU DOING DOWN THERE?
DESTROY SILVERHAWK. CODE NAME: RED-TAIL.
KEEP ROLLER HERBY DISTRACTED...
...THERE ARE STILL HUNDREDS OF CITIZENS WE NEED TO TRANSPORT OUT OF HERE.
NOT A PROBLEM.
HAVEN'T HAD A CHANCE TO TAKE THIS BABY FOR A PROPER SPIN YET.

DESTROY.
DESTROY.
DESTROY.
GOOD IDEA.
DE...STROY...
DE...222T...
KRASHAAK
JUST BEGGING FOR IT, EH?
SHUK
THAT LEAVES JUST MON*STAR.

NO. THE PLAN STAYS THE SAME.
HELP SPARROW AND THE OTHERS GET EVERY-ONE TO SAFETY.
I'VE GOT MON*STAR.
KRAKKA
FWAK

STAND DOWN, MON*STAR.
SHRAK SHRAK SHRAK
I TIRE OF THIS, STARGAZER.
=GUK=
BEDLAMA WILL FALL BEFORE ME.
BEFORE THE YEAR IS THROUGH, I WILL HAVE RAZED THIS PLANET, CITY BY CITY.
FINALLY RIDDING THIS GALAXY OF THE HUMAN CONTAGION.
IT'S A PITY THAT YOU WON'T BE HERE TO SEE IT.
AS THE PEOPLE SCREAM FOR YOU TO SAVE THEM, KNOWING THAT YOU CANNOT.
ARRRRGH!
RIIIP


I knew it was over.
I didn't stand a chance running at optimal performance.
I'LL LET YOU DRAW BREATH LONG ENOUGH SO THAT YOU CAN WATCH.
Let alone one-handed.
AS I FINISH WHAT I'VE STARTED HERE IN BEDLAMA CITY.
I had one last play.
One Hail Mary.
To save the city. To save the SilverHawks.
I rerouted all my functions to my arm. Sending a surge of energy.
Too much power for my circuits to handle.
It'd overload me, maybe kill me...
BEDLAMA WILL NEVER FALL TO YOU...
...NOT WHILE I'M STILL HERE.
...but with any luck...
...it'd take him with me.

SHRAAK
ARRRGH!
SHRAK
THWUMP
STARGAZER!
When the dust settled, we'd finally done it.
IS HE DEAD?
Finally proved ourselves.
NO. BUT HE'S OUT AND CONTAINED.
HE'S GOING TO PRISON FOR A LONG, LONG TIME.
The SilverHawks had proved themselves...

HAWK HAVEN
2839
...proved that the galaxy needed us.
STARGAZER, THIS IS IFB, COME IN.
STARGAZER HERE.
WE'VE GOT A SERIES OF ALARMS ON DOLAR.
LOOKS LIKE MON*STAR'S MOB.
WE DON'T HAVE ANY PATROLS IN THE AREA, COULD USE ASSISTANCE...
WE'RE ON OUR WAY.
ALL RIGHT, SILVERHAWKS...

...LET'S GET TO WORK.
NEXT ISSUE: FOR A FEW DOLARS MORE

ANOTHER HANNA-BARBERA CLASSIC IS BACK ON THE FOUR-COLOR PAGE! WRITER JIMMY PALMIOTTI BREAKS IT DOWN!

***The Blue Falcon & Dynomutt* is one of the most iconic Hanna-Barbera shows, and we're excited to bring it back to comics. Similar to some of our other H-B titles — like *Space Ghost* — this classic series also follows a superhero arc, which makes it a natural fit for the medium. What history do you have with watching this goofy duo's original adventures?**

I was 15 at the time, and I remember watching them as part of a Saturday morning group of cartoons. I always thought they were silly fun, nothing ever too heavy, and they felt a lot like H-B's version of Batman with a dog sidekick that happens to be a robot. When I was offered this series from Dynamite, I had to go back and watch the cartoons again, and yeah, they were not the deepest story-wise, but there was a joy that the two main characters had and a connection between them that I thought would be a good story element to explore. Remember, our memories of things when we were young stay with us forever!

The show originally kicked off with Dynomutt leading the way in both the title and being more of the focus in the stories, although the second season switched to the shared title that our series is also using. What is your approach in writing the series and balancing these two characters? Is it a 50/50 share, or are you putting a bit more of the spotlight on one or the other?

I can relate more to Blue Falcon, and he is front and center in the story with Dynomutt starting off as a real dog rather than the mechanical mutt we see in the cartoons. This is not the origin of Blue Falcon, but a story about a man and his dog and their connection throughout a major event in both their lives — things happen that cause Radley to depend on the technology he created to help him out of his situation. By the end of the book, it becomes more 50/50 for both characters, but number one for me in writing this series is that it has to be fun — well, my version of fun anyway. I will say that some of it is much darker than people might remember, but it makes sense to the characters. I updated the world around them a bit for sure.

It sounds like you're taking a whole new spin on the world of Big City and the origins of Radley Crown and his faithful canine companion, which the original show barely touched on. How would you compare the tone you're going for with the more lighthearted original cartoon?

My take is not lighthearted, story-wise, but it has its moments where fun and humor are part of their lives, like they are for anyone, no matter how heavy things get. This series is all about relationships — the main one involving our characters, the love life of Radley Crown, and even the villain's relationship with the world. I always try to answer two simple questions with a new series: What do the characters want, and what do they fear? The answers are all here within their adventure together. I think this book will appeal to the diehard *Dynomutt* audience as well as anyone giving it a shot for the first time.

Pasquale Qualano is joining you for this series as your artistic companion in crimefighting. How is the collaboration going, and what's it been like seeing his pen bring your action-packed scripts to the page?

I always find it difficult to work with someone I haven't worked with before, and the cool part of diving right into this with Pasquale is that I am getting to watch him not only nail it, but also seeing how he gets better with each issue. His evolution in this book is really fun to watch as he starts to make Big City and its inhabitants live and breathe on the page. He has quite the future ahead of him! I am not always the easiest writer to deal with, I know, and he is doing a terrific job. Just wait till you see issue #3 — so impressive!

***The Blue Falcon & Dynomutt* were also famous for initially sharing a programming block with Scooby-Doo and his gang, and even featuring in multiple crossover episodes. Do you think that famous crew could fit into the vision you've built up for this series?**

I think it's an easy fit, especially with the world we are setting up in this series. Those kids and their Mystery Machine would fit right into Big City and the things going down in it! Radly is quite the businessman and inventor, so I think a trip investigating an insurance scam involving a crooked Big City politician haunting city hall would be a no-brainer. I also think Scooby and Dynomutt would be sniffing butts and getting along in no time.

NEXT ISSUE:

A NEW STORY ARC BEGINS WITH THE GALAXY'S GREATEST HEIST!
Rebuilding a criminal empire doesn't come cheap, and Mon*Star needs a big score to keep the credits flowing - the bigger, the better. There's only one target that really fits the bill: the treasury planet, Dolar!
If the resurgent mobster can pull it off, he'll have enough cash to cement his stranglehold on Limbo forever - and Commander Stargazer is determined to prevent that at any cost. But will his untested new SilverHawks be able to stand up to Mon*Star's onslaught?
Find out as ED BRISSON and GEORGE KAMBADAIS's celebrated series kicks off its second story arc in SilverHawks #6 - featuring cybernetically enhanced covers from JAE LEE & JUNE CHUNG, JAMES STOKOE, GERALDO BORGES, DREW MOSS, LESLEY "LEIRIX" LI, MANIX, and DAVID COUSENS!

All characters and properties are © 2025 their respective owners. Dynamite, Dynamite Entertainment, and its logo are ® & © 2025 Dynamite. All rights reserved. All art pending licensor approval.

COVER A
ART BY
MARK SPEARS

COVER B
ART BY
JAE LEE &
JUNE CHUNG

COVER C
ART BY
CAT STAGGS

COVER D
ART BY
GERALDO BORGES

COVER E
ART BY
ALESSANDRO
RANALDI

COVER F
ART BY
LEIRIX LI

COVER G
ART BY
MANIX

COVER H
PREMIUM METAL
VIRGIN ART BY
MARK SPEARS

COVER I
LIMITED EDITION
VIRGIN ART BY
MARK SPEARS

COVER J
10 COPY INCENTIVE
ART BY
DAVID COUSENS

COVER K
10 COPY INCENTIVE
VIRGIN LINE ART BY
JAE LEE

COVER L
15 COPY INCENTIVE
VIRGIN ART BY
DAVID COUSENS

COVER M
15 COPY INCENTIVE
VIRGIN ART BY
MANIX

COVER N
15 COPY INCENTIVE
VIRGIN ART BY
LEIRIX LI

COVER O
20 COPY INCENTIVE
VIRGIN ART BY
ALESSANDRO
RANALDI

COVER P
20 COPY INCENTIVE
VIRGIN ART BY
GERALDO BORGES

COVER Q
25 COPY INCENTIVE
VIRGIN ART BY
CAT STAGGS

COVER R
25 COPY INCENTIVE
VIRGIN ART BY
JAE LEE &
JUNE CHUNG